

Applicant: Wang et al.  
Application No. 10/762,935  
Page 2

NE9956CIP

### Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

#### Listing of Claims

1. (Previously Presented) A method of compensating for network latency in an online multiplayer game requiring more than two participants, wherein the client structure of said game utilizes at least one server, comprising the steps of:

qualifying all participants in the game as members of either an active group or an awaiting group;

qualifying a member of said active group as an initiator;

qualifying at least one member of said active group as an intended receiver;

qualifying at least one member of said active group as an interceptor;

conveying an occurrence of an action, which is initiated by said initiator and directed to said intended receiver, first to said interceptor, wherein said interceptor becomes aware of said action first and has the initial opportunity to react to said action, and wherein a reaction by said interceptor results in an outcome signal; and

conveying said outcome signal to each of said initiator, intended receiver and interceptor at a specific time for each, wherein each of said initiator, intended receiver and interceptor will witness the reaction concurrently.

2. (Original) The method according to claim 1, wherein said outcome signal comprises instructions regarding the time to display said reaction.

3. (Original) The method according to claim 1, wherein said intended receiver has the initial opportunity to react to said reaction.

Applicant: Wang et al.  
Application No. 10/762,935  
Page 3

NE9956CIP

4. (Previously Presented) The method according to claim 1, wherein said step of qualifying an initiator comprises the step of determining which participant is in possession of a game object.

5. (Previously Presented) The method according to claim 1, wherein said step of qualifying at least one member as an intended receiver comprises the step of determining to which participant said initiator is attempting to convey a game object.

6. (Previously Presented) The method according to claim 1, wherein said step of qualifying at least one member as an interceptor comprises taking into account one or more of: established rules of said game, particular participant parameters defined by said game, and in-game situations.

7. (Original) The method according to claim 1, wherein members of said awaiting group are qualified as members of said active group according to a pre-determined, game-specific formula.

8. (Original) The method according to claim 1, wherein said game comprises at least two teams, and wherein said initiator and said intended receiver are on the same team.

9. (Previously Presented) The method according to claim 1, wherein the conveying of an occurrence of an action comprises conveying a display of an occurrence of an action.